

## HSFX - HANDY SOUND EFFECTS SYSTEM

This chapter describes most everything there is to know about HSFX, the Handy Sound Effects system. The topics covered in this chapter include the HSFX concept, tools, tables, and function calls.

But not all HSFX topics are discussed in this chapter; several of the topics are significant enough to warrant separate chapters. The HSFX editor, used to create sound effects, is described in the chapter *HSFX Editor User's Guide*. Also, the details of the Handy audio hardware are covered in the chapter *Overview of the Handy Audio Hardware*. Lastly, the HMUSIC (Handy Music) driver, which depends heavily on HSFX, is covered in the chapter *HMUSIC - The Handy Music System*.

This chapter's information is presented in these sections:

- xx HSFX Concept
- xx Editor
- xx Priority/ID Number
- xx Table Format
- xx Loop Construct
- xx An Example HSFX Table
- xx Accumulation and Interpolation
- xx The Driver Mechanism
- xx Summary of HSFX 6502 Functions
- xx Miscellaneous